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The AVALON HILL

GENERAL

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The AVALON HILL **GENERAL**

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Avalon Hill Philosophy Part 36

Richthofen's War - the Anatomy of a Game

Quite a few things transpired during the development and design of *Richthofen's War* that may be of some interest to the readership. One criticism leveled at Avalon Hill recently has been that we have a tendency to leave our customers in the dark as to "what really goes on" at the offices. This we have done, partly for reasons of business and industrial security, and partly because, frankly, we didn't think anyone was interested. Hopefully, then, what follows will enlighten the readership as to the ins-and-outs of the glamorous, flamboyant, and exciting world of game publishing (O.K. then, would you believe a short description of the game development process?).

Developing a game is not a dry, step-by-step process. Each game must be approached differently, each game produces its own covey of problems that must be surmounted. There is no formula for cranking out titles. Game designing is not an assembly-line process. The methods used for designing *Richthofen's War* will not be entirely applicable for the design of the next title.

Over a year ago, the decision was made to produce a game that would break away from the steady stream of World War II land warfare games that had been published heretofore (*Panzerblitz*, *Origins*, *France-40*). Preference was given to thoughts on non-WWII sea and/or air campaigns. Eventually, an unexplored topic arose; air warfare circa 1914-18. After a brief look into consumer acceptability, the subject matter was confirmed and the wheels began to turn.

Since this was a tactical aircraft vs. aircraft game, it was hardware oriented. That is, primary research consisted of gathering performance data and flight characteristics, determining what aircraft were involved, and constructing basic game mechanics. Gathering data was straight-forward, although cross-checking reliability of sources proved to be a tricky process. The basic game mechanics were pounded out with the occasional help of a statistics expert, an aeronautical en-

gineer, and an assortment of antique airplane buffs. A few brainstorming sessions by the designer provided the first workable prototype and at that point the game became, to a certain extent, a group project. At this stage, the game was in a very crude condition. At the first inter-office playtest session, for example, there were exactly two different aircraft to choose from to play exactly one type of scenario. Throughout the developmental stages, new data and information was constantly fed into the game system to expand and fill out the basic design.

Only after the rough working model of the game was secure was the task of defining and limiting the game (i.e. controlling its growth) approached. It was during this period that the open-ended design concept, the Campaign Game concept, and the ACC-ASP (Aircraft Capabilities Chart-Aircraft Status Pad) concept for handling all the variables of aircraft performance were developed. Also at this time, the scenarios were roughed out, the aircraft that were to appear in the game were chosen, and the optional rules were projected.

At this early stage, the artist was brought into the picture to begin execution of the mapboard, box cover, and profile drawings of the aircraft which were used on the counters and in the Mission Briefing Manual. The designer also became involved in these aspects of the game development process to insure continuity of thought and function. This was crucial; if the game components were designed without the close coordination of the game's designer, the integration of all parts of the game would suffer.

Gradually, the dis-jointed pieces of the design were pulled together into a workable product that could be recognized as a game. Before the first prototype could be consumer playtested, however, the rules of the game had to be put into a recognizable condition. No matter what the game, the most arduous task of game design-

COVER STORY

Richthofen's War

You've waited a long time for the next Avalon Hill release — and here it is. Believe us, the wait has been worth it. We present to you *Richthofen's War*, the game that re-creates the whole incredible air war during World War One. Designed from the point of view of that war's most famous air ace, Manfred von Richthofen, *Richthofen's War* includes every significant aspect of the tactical air war.

Players engage in plane vs. plane combat on a 22"x28" mapboard that is an exact reproduction of the battlefield area where Richthofen engaged Brown in his final dogfight. Players can choose from over 65 combat aircraft and re-fight any one of seven scenarios depicting dogfighting, photo-reconnaissance, trench-strafing, tactical bombing, artillery spotting, balloon bustin' and other combat missions.

Within the game are found Basic Game Rules, Tournament Game Rules, Optional Rules and (a totally new concept) the Campaign Game. For the lone-wolves, we have even included a solo (solitaire) game. Rules allow for modified aircraft, critical hits, accumulated damage, gun jamming, over-diving, deflection shooting, sustained endurance, forced landings, fast reaction time, variable anti-aircraft defenses, prevailing winds, anti-balloon rockets, and much more. Special rules allow players to actually EARN ace status as they play a series of games. So complete is *Richthofen's War*, a player (if he's good enough) can duplicate, exactly, the Red Baron's record of 80 victories. Also included with the game is a big 32-page Mission Briefing Manual containing histories, biographies, aircraft profiles and data, campaign maps, Orders-of-Battle, chronologies, special game expansion data, and other goodies!

Exhaustively researched, and play-tested more intensively than any other Avalon Hill game, *Richthofen's War* was over a year in the making. Special attention to components and mechanics design has made this game even more 'open-ended' (allowing for unlimited expansion) than the ever-popular *Panzerblitz*. This extremely flexible design format allows for games of 15 minutes or five hours. For many reasons, this is the BIGGEST game ever released by Avalon Hill. Playtest panels report that this is the BEST air-combat game ever invented!

Look for *Richthofen's War* after March 1, 1973 at your local hobby and/or toy store. If you must order direct from us, send \$9.00 plus \$1.00 for postage and handling. DO NOT ORDER BEFORE MARCH 1, 1973.

ing is writing, phrasing, and integrating the rules. At times the task is sheer agony. At other times, the English language consists of a million words, none of which say what is meant. It doesn't stop there; the agony is often transferred to the playtesters who have to interpret and play the game from first-draft rules. The rules of *Richthofen's War* required seven complete, different drafts before they were in a form that could be presented to playtesters. There were many, many minor changes added afterwards even before the rules were sent to the composition and camera departments.

After exhaustive inter-office playtesting, the consumer playtesters were called into the office for the initial nuts-and-bolts testing. They literally tore the game apart, paragraph by paragraph. As problems cropped up, constant research was needed to resolve them. At this stage, all phases of the game production/design process merged together as mirade minor changes were made to all parts of the design as dictated by the on-going results of the playtesting.

The playtesting procedure was rather straightforward. Basic playtests were conducted by the AH staff during the early developmental stages. When the components were in rough form, a select group of eight playtesters conducted closely supervised playtest sessions at the AH offices. When components were refined to the final 'proof' stage, the bulk of the playtesting was conducted through the mail by about thirty playtesters across the country. Throughout the whole process, playtests were continuously conducted at the AH offices for the purpose of troubleshooting problems as they arose. A



Our intrepid researcher, engaged in field study, embarking on another aerial odyssey.

'bounty' system was incorporated into the final playtest effort in which cash awards were given to playtesters who found typographical errors, ambiguities, and contradictions in the rules. In the final analysis, *Richthofen's War* became the most thoroughly playtested game in Avalon Hill history.

There were some interesting sidelights associated with the research of the game. As previously stated, the primary hardware research was straightforward. Many excellent military and general libraries in the Maryland-D.C. area were canvassed for relevant material. The Smithsonian Institution in Washington provided invaluable assistance in providing many hardware items for in-person inspection. Members of the Cross and Cockade society at the Institution also volunteered hard-to-get books and materials. Various aeronautical engineers were continually consulted in reference to general aircraft flight characteristics. What the engineers suggested was surprising. We had presumed that, if anything, the aircraft in the game performed conservatively compared to their real-life counterparts. We anticipated adding extra 'detail' rules to allow for greater aerobatic maneuverability. The engineers informed us that we had created capabilities that matched actual performance about as well as could be expected in a game situation. Discretion being the better part of valor, we left well enough alone.

The most enjoyable and enlightening aspect of the research process was our involvement with the Flying Circus Aerodrome in Bealeton, Va. From the beginning, we recognized a need to expand our efforts past the ordinary type of sources. The most fascinating aspect of the War in the Air was the pilots and crews who flew the aircraft. The stresses and emotional strains that affected these people should, in some way, be reflected in the game. We found many solutions to the subjective aspects of this problem at the Flying Circus Aerodrome. The FCA is a highly organized group of WWI airplane buffs who collect, restore, and fly over \$100,000 worth of vintage aircraft. Every weekend during the summer months they stage spectacular airshows using these airplanes. The members of FCA provided a wealth of information regarding the real-life performance characteristics of these ancient aircraft.

Many aspects of the game were colored by their advice and information. In talking with these pilots (many are commercial airline pilots) about their experiences in mock combat and aerobatics,

we began to get a firm understanding of the emotional experiences involved in WWI air combat. Nothing beats actual experience, and the highlight of our association with the FCA was the opportunity offered the design staff for in-flight research. Truly, the ultimate in dedication to the art was exemplified when one of the staff members 'volunteered' to fly in one of the antique biplanes.

After a reported eventful flight, and a "thrilling" crosswinds landing on the bumpy airfield-cum-cow pasture, the first breathless words elicited by our winged adventurer were: "... and they actually FOUGHT each other in those things?!" Finally we had our emotional reference point from which to view the entire design!

It may not be readily apparent, but this type of off-beat research affects the designer in a very positive way. A game designed to handle only the technological aspect of the war would have been incomplete. *Richthofen's War* has certain psychological factors built into the design which makes it unique. These won't jump out of the box when first examined. By their very nature they must be subtle; and, in some cases, so much so that they are not even mentioned in the rules folder. Only after much play will the average player note these aspects of the design.

There are many other behind-the-scenes stories that make up the design process that will never be realized by the average person. For instance, not too many people will wonder about the story behind the picture on the box lid (they didn't have color back in those days, kids). Only those people involved remember our photographer climbing into one of FCA's biplanes on a misty Saturday morning and taking to the air to photograph a mock dogfight between a Fokker Dr. 1 and a Camel. Half out of the cockpit, hanging on by an arm and a leg as the aircraft maneuvered wildly for the next shot, he displayed amazing bravery in capturing that picture for our cover. Yet 99% of the people will take it for granted.

Not every design affords the interest and adventure that *Richthofen's War* provided. But not every game is as interesting and exciting as *RW*. Designing the game was an experience in itself. If you enjoy playing the game only half as much as we enjoyed designing it, you'll be playing *Richthofen's War* for many years to come.

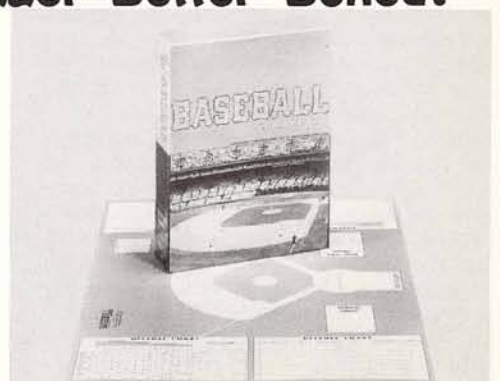
Not to be outdone by the new revision of FOOTBALL STRATEGY released this fall, our design staff has completely re-designed and revitalized BASEBALL STRATEGY. Much more extensively revised than FOOTBALL, this new version of BASEBALL STRATEGY represents a completely NEW design! If you've been turned off by sports games bogged down in a sea of statistics, BASEBALL STRATEGY is for you. Employing the time-tested matrix concept, player statistics are reduced to an absolute, easily worked, minimum. Play is fast moving, not dependent on luck, completely dependent upon the strategic decisions of the players.

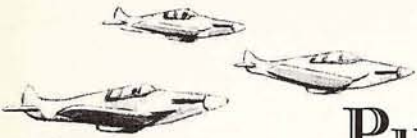
Extensive consumer playtesting proved that BASEBALL STRATEGY captures and re-creates all of the key decisions faced by real-life major

Baseball's Back! Bigger-Better-Boxed!

league managers. Each 25-player team is patterned along major league lines. As manager, YOU decide where they will play, how they will hit, when to substitute. As catcher, you call every pitch. As hitter, you try to outguess the catcher. As "frantic Frank of the front office" you make player deals; send fading stars to the minors; bring up the rookies... all things are possible in this strategy game designed along identical lines to companion game, FOOTBALL STRATEGY.

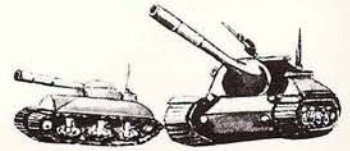
BASEBALL STRATEGY will be available after March 1, 1973 at your local hobby and/or toy store. If you MUST order from Avalon Hill, enclose \$10.00 plus \$1.00 postage and handling.





Putting BLITZ in your KRIEG

ANYBODY'S Primer on Blitzkrieg by Dave Roberts



To gamers on the East Coast, Dave Roberts needs no introduction. Until recently, Dave was a resident of Baltimore and very active in the local gaming scene. An expert chess player, Dave is truly one of the best players in the country today. As a testimony, in less than a year of SPARTAN competition, Dave has risen from virtual obscurity to become the best gamer on the East Coast with an outstanding record in tournament competition. How does he do it? Read on...

It has often been complained that Blitzkrieg, called a game of lightning war, usually degenerates into a drawn-out slugging match on a deadlocked front. Many gamers seek to remedy this tendency to equilibrium with rule changes giving fantastic combat capabilities to their units. I suggest that this is unnecessary. The most spectacular blitzkrieg victories in Poland and France were accomplished with the Pz I and Pz II as the main tank. By later standards these were no better than recon cars, in fact they were eventually re-assigned in this role. The basic cause of deadlocked Blitzkrieg games is a lack of understanding of the technique and objective of the blitzkrieg attack. All the elements necessary for spectacular lightning war are present in the original Blitzkrieg; all you have to add is imagination and aggressiveness. A brief summary of the strategies used in France in 1940 will help us see the kind of thinking you need to pull off a blitzkrieg.

FRANCE, 1940

In the early hours of May 10, the Germans opened the campaign with attacks across the border in Holland and Belgium. The Anglo-French command took this to be a repetition of the Schlieffen Plan of 1914, and replied with a northeastward advance of their best divisions toward the Dyle River in central Belgium, where they expected to rally the retreating Belgians. They just reached this position by May 15, when the main German force struck out of the Ardennes to the south chewing up the weak French Second and Ninth Armies.

By the time the Allies realized what was happening the Germans were already across their communication and supply lines. Guderian completed the isolation when he reached the sea at Abbeville on the 20th. (Ten days from the start, about one Blitzkrieg move.) Failing to re-establish their supply line with improvised counter-attacks, the British evacuated at Dunkirk, and the Belgians collapsed and surrendered with most of the French in the pocket.

WHAT IS BLITZKRIEG?

Blitzkrieg doesn't work by rushing head-long at the enemies' main force. It doesn't depend on miracle weapons or tactics to achieve breakthrough. The objective of blitzkrieg is encirclement. Its techniques are timing, thorough planning, and the use of the unexpected. No specific plan can be expected to work repeatedly except against the most dim-witted opposition. Every Blitzkrieg circle develops its own traditions of play. These traditions are themselves a determining factor in devising a blitzkrieg plan, just as the tradition of the Schlieffen Plan was a vital element in the success of the German 1940 plan. Blitzkrieg tries to lead the victim astray, then strikes hard and fast at a weak area and completes an encirclement making maximum use of terrain.

To see how these lessons can be applied to Avalon Hill's game, I will give a plausible plan of operations for Blue, PLAN BLUE, and show how Red can overwhelm it with PLAN PRATZEN. These are not presented as "perfect plans" by any means, although your opponent would certainly know he's been in a fight. Because of its "unexpected" aspect, every blitzkrieg plan must be tailored to the tradition and circumstance of the game for which it will be used. However once understood, the principles underlying the moves given here can be applied endlessly.

I assume we are playing the full tournament game except for nukes and probably weather. I use the minor country names from S&T's module Blitzkrieg variant. New Endor has city WW32; San Estados has 0040; Calaedia has NN33; Nord Walkurie has V20; Sud Walkurie has CC39.

PLAN BLUE

The objective of PLAN BLUE is to gain a dominating central position, and force a general battle while Blue enjoys its early strength advantage. The initial strengths are 272 to 260, but bringing on his reinforcements first Blue has roughly a 40 factor advantage until turn 5 when Red pulls even.

On turn 1 PLAN BLUE takes every city in Nord Walkurie with 24 factors. At CC15 use airborne and infantry from the sea. At U11, M14, and X27 use infantry, artillery, and all of your bombers. Using aircraft in these rear area cities allows you to push ground units as far forward as possible. Send all of your armor to or near EE25. The 30 factors of infantry and rangers which started in Zone D are reinforced by 10 factors in Zone C. For minimum but adequate airbase and invasion security hold these squares in sufficient strength to prevent a 3-1, H32, O28, V33, G4, P15, P16, and Q16. Excess fighter strength is

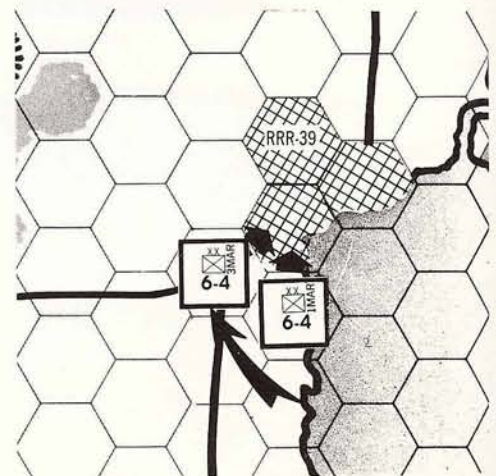
made most secure by delaying its arrival. Push every extra unit as far as possible up the road to EE25.

If he doesn't try a major invasion, take all of Calaedia on the second turn. Speed your artillery forward with air transport to EE25. Move other reserves toward Calaedia as rapidly as possible. Begin small scale raiding activity on his coasts, and send infantry reinforcements to Zone C.

In conducting diversionary raids, be careful not to over-commit yourself. Ideally what you want is to slip in, draw his reserves, and get out quickly before you get burned. Here's how. If he leaves a port ungarrisoned, land 12 factors and move them all to one port square. This gives him a difficult problem. To get 3-1 he'll need to divert 72 factors, if he has it. Even then 2 times in 6 he'll exchange and you'll skip out to sea. But if he screens you or probes with a 1-2 or 1-1, you have the option to come in with air transport, paratroops, and the rest of your force at sea if he's weak, or just hold and take another port the same way. If he has a small garrison, attack at 4-1 or 7-1 and stack your men in big stacks in port squares after combat. If he has big garrisons be content to wait at sea in the knowledge that you're tying down his men without loss.

On the third, fourth, and fifth turns seek a general action, relying on your superior strength and concentration. Continue raids and land in force if he is heavily engaged on the main front, or land in Sud Walkurie to break open the game if you have to.

PLAN BLUE is a natural and plausible line for an aggressive Blue commander. It is by no means a blitzkrieg style attack. It is a direct thrust at



Suggested diversion technique; landing 12 factors.



Maximum security and flexibility at NN48.

Red's main force and attempts to overthrow Red by brute strength. Since Blue is stronger this will usually succeed if Red tries to oppose it directly.

PLAN PRATZEN

PLAN PRATZEN is designed to side step the main thrust of Plan Blue, and lure Blue's main force onto what seem to be exposed Red communications. If Blue does over-extend, this plan can deliver a devastating blitzkrieg against Blue's supply route. If Blue provides sufficient protection for his flanks, it is calculated that he will not have enough strength to push into vital Red areas until Red can contest it on favorable terms. In the meantime PLAN PRATZEN seizes terrain which will eventually give Red a dominating position in the air war, and cause endless supply problems for Blue. To simplify the rest of this article, it is assumed that Red is only operating against PLAN BLUE.

The objective of PLAN PRATZEN is to secure San Estados and Sud Walkurie. The neutrality of New Endor will NOT be violated. (At least not right away.) In your set-up secure all ports from 3-1 attacks. Station 12 armor factors each in NN49, NN48, PP48, and PP47. Also 8 armor in 0050, 12 infantry in AA48, 12 fighters in NN49, 40 infantry and rangers in Zone B and 4 fighters in Zone C. The rest of your ground and air forces delay their arrival for maximum flexibility.

On turn 1 land on Y26-BB30 and attack BB31 and EE34, using enough paratroops for 24 factor odds. Have all these units end in squares BB31, BB32, EE33, and EE34. Take the rest of the cities in Sud Walkurie and San Estados with 24 factors each. Actually you should use 20 at AA42 if he has fighters in V33 to deter your SAC here (use 12 armor from NN48, and 8 paratroops or rangers). Leave 2 rangers at sea and reinforce with 12 infantry. You will have little or no invasion security except at NN48, and NN49. These should be fairly strong, but only TAC, a few fighters, and possibly a few SAC should be based here. You should probably further delay the arrival of your MDM and some SAC since if you bring them on you have to provide airbase security for them.

For the next few turns maximum priority should be given to a northward push from the BB31, EE34 area. Invade Y26-BB30 every turn even if only with 1 factor since this gives you a big advantage in this area. Your objective is EE25 and the high ground west of EE25 (think positive), but if you only get DD28, and CC28 he is in trouble. Forcing battle in this area can cost you nothing but attrition, but EE25 is vital to Blue for supplying anything east of here. On this constricted front his over-all strength is of no use to him. If he fails to realize the seriousness of this push, he will set himself up for devastating blitzkrieg. How do we tempt him to overcommit himself to the east of Lake Pinsky?

This is the job of the forces in the River Zocchi area. You can afford abnormal risks here, because you want him to commit the extra force necessary for exploitation. There are two different ways to do this. First mass behind the Zocchi, anchor your flank in the woods around SS40, and hold VV42 in strength. To go around you he has to violate New Endor. UU37 is nicely placed to strengthen your flank since it is unreduced. He can't take all of New Endor, so you can protect VV25 or WW32 from reduction to deny him airbases and supplies here. Go to work on his flanks with your reinforcements if he goes into New Endor. Unfortunately if Blue stays conservatively behind the Zocchi, you won't see blitzkrieg with this strategy.

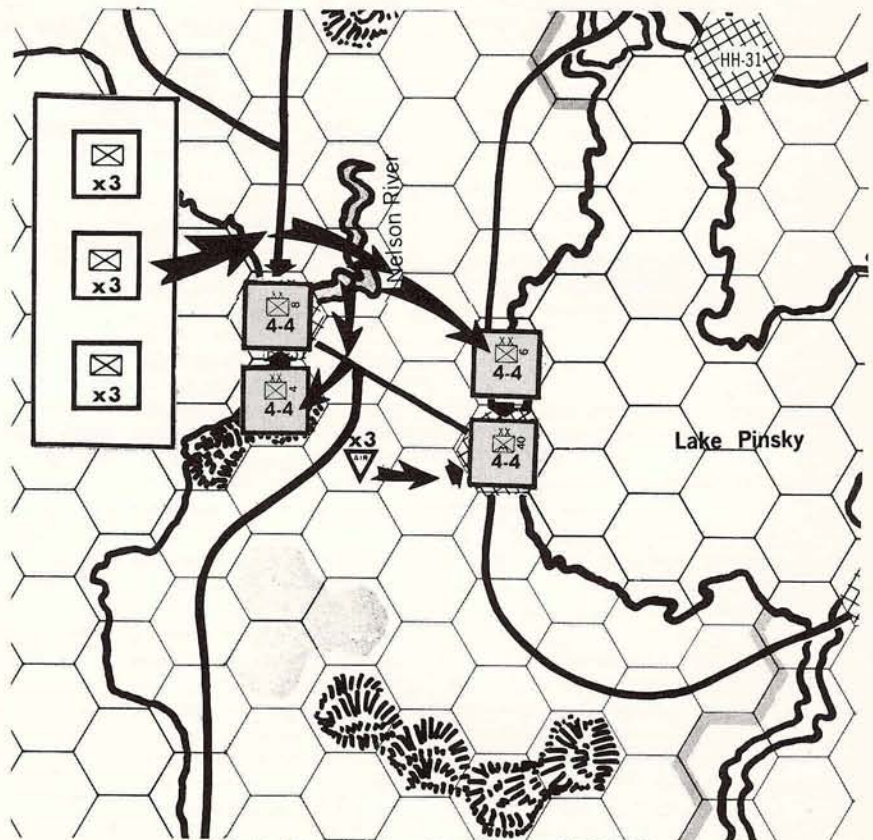
More aggressive and more likely to produce blitzkrieg is pushing into Calaedia with probing attacks on the second turn. This isn't an operation for those who don't know the difference between daring and foolhardiness. You must move in such a way as to guarantee that you won't get slaughtered, but don't be afraid to leave something tempting for strategic reasons.

Another element of PLAN PRATZEN that will urge Blue to intemperate measures to break up your position, is the dominating position Red can achieve in the air war. If Red captures CC28 and DD28, bases his fighters in BB31 and EE34, and bases his SAC in AA42 and CC39, he is in a position to use his entire airforce every turn with maximum effectiveness. Red SAC can range from I33 to NN33 knocking out vital Blue supply and airbases wherever he doesn't have fighters. Meanwhile Red's fighters can intercept any Blue mission and escort full TAC and MDM strikes every turn. When you see a Blitzkrieg player who uses his TAC every turn, you know he's been thinking. There are several ways Blue can break up this air position, but none of them are easy if he started with PLAN BLUE.

The essential thread of PLAN PRATZEN is to gain time and position by threatening the PLAN BLUE supply line through EE25. If your diversionary efforts succeed you will create an opportunity for a spectacular blitzkrieg victory. If Blue isn't misled you should still have a superior position when mobilization is completed. If you have an opponent who plays Blue similarly to PLAN BLUE, give PLAN PRATZEN a try for an interesting game.

CONCLUSION

If you experiment with these plans and see how they interact, you will begin to modify them extensively until they are barely recognizable, just as the Schlieffen Plan evolved into the 1940 Plan. Blitzkrieg is fertile ground for endless strategies. It doesn't assign arbitrary objectives like a river, town, or woods line, but gives you armies and a map, and leaves the determination of a strategic objective up to you. Find the new twist one step ahead of your opponent. That's what it's all about!



Red's final position after invading Y26-BB30 and taking BB31 and EE34.

Incremental

PanzerBlitz



Panzer-BUSH (and tree and gully, etc.) or Panzer BLITZ?



by Andy Lavis, Tom Olson,
and Jim Snellen

PANZERBLITZ, one of the most well-received games in AH history, has at times been referred to as Panzer-BUSH by some players. This is due to the fact that enemy units can scurry around in front of friendly positions with impunity by moving from forest hex to forest hex or gully to gully. The following is a very playable method for reducing this effect to a minimum.

We've decided it's time to clue some of you dedicated wargamers in on a fantastic, playable adaptation of PB. We know it is playable, because we've been using it exclusively, and extensively, for a year now. We know it is learnable because we've taught it to six of our friends. They all agree that it makes PB truly realize its great potential.

Our desire is for a simultaneously moved, yet playable game. To do this, minimum movement on each round is essential. We've broken each turn of regular PB into 16 "increments." According to the chart below, units spread their movement factors (MFs) evenly across the 16 increments. For example: scout cars move one hex across open terrain each increment (they are our base, and the reason for choosing 16 increments); but, a Panther moves *only* on increments 1,2,4,6,7,9,10,12,14, and 15 — it still moves one full hex each of these increments, but there are only 10 opportunities to move in any given full turn, as the normal MF would allow; likewise, a T34c moves *only* on increments 1,2,4,5,7,8,9,11,12,14, and 15; a JgPz VI moves *only* on increments 3,6,9,12,15; and so on. The increments that each particular unit may move on are hereafter called its "movement increments."

Along roads, units move at the rate of two hexes per movement increment; any unit that has entered a hex at road movement is considered to be on the road. Consequently, no other unit may enter that hex at road movement, although any unit may enter it at normal movement rate, modified according to terrain. If you wish, on the subsequent MOVEMENT INCREMENT, the unit may "pull off the road" (while physically remaining in the same hex), allowing units behind it to advance at road movement rate. This is especially useful for advancing units quickly through a column along road hexes. For example, if a JgPz VI enters a road hex at road movement on increment 12, a Panther may not enter the same hex AT ROAD MOVEMENT on increment 14. If, however, the JgPz VI spends another movement increment on that road hex, increment 15, it may be considered off the road and the Panther may pass, also on increment 15, at road movement.

Hexes which require multiple MFs to enter (slopes) or exit (gullies) are handled as follows: move the counter to the new hex, put a piece of paper on it with the number of the increment on which it will arrive there. When the proper increment arrives, remove the paper at the end of the movement. We have found it convenient to make up a set of counters labeled individually 1 through 16 for this specific purpose. For example, a Panther moves out of a gully to open terrain on increment 2. It will arrive on increment 7. Move it onto the open terrain hex on increment 2, place a marker labeled "7" on it, and at the end of movement on increment 7 remove the marker.

If two opposing units both enter a hex on the same increment, possession of the hex must be settled before the game proceeds any further. The two units (or groups of units) contesting the hex fire at each other (no other units may participate in this combat); each player then has the option of withdrawing from the hex in the direction

from which he came, or continuing to contest the hex. If both players continue to contest the hex, then they repeat the procedure until one either concedes and withdraws, or is destroyed. With the exception of overruns, no unit may enter a hex already occupied by an enemy unit. However, a unit may attempt to move into an occupied hex in order to detect concealed units or to occupy the hex if enemy units should move out of it on the same movement increment.

Finally, it takes one movement increment for a transport unit to load or unload passengers. For example, a truck may load or unload units on increments 1,2,3,5,6,7,9,10,11,13,14, and 15 only.

Fire is simulated as follows: there are five fire increments — 4,7,10,13,16. No change in odds computation is made, but it takes four "hits" to kill a unit. An "X" on the normal chart is a full hit, a "DD" is a half hit. When a unit is damaged by fire and then close assaulted on the same fire increment, the effects of the close assault are raised — an "X" becomes 1½ hits, "DD" becomes a full hit, and a "D" becomes a half hit. Records of these hits must be kept, since hits are cumulative. However, we have found it quite easy, since generally you are only keeping track of 3 or 4 units at any one time. The unit identification codes are used. All units which have fire capability may fire on every fire increment. Any unit which fires, however, must give up its next movement increment (stationary artillery gives up the next movement increment of its transport). Finally, odds over 4-1 are broken into the maximum number of 4-1s, with the remainder forming the residual 3-1, 2-1, etc. For example, a 15-1 becomes three 4-1s and one 3-1; a 16-1 becomes four 4-1's. This means units can be, and often are, destroyed on one fire increment.

THE ULTIMATE —
HIDDEN MOVEMENT

This system works best under hidden movement conditions. Each player has a station in a different place and has a board and his units. A referee tells each player what he can see, using common sense spotting rules. First, spotting ranges are set — e.g., 15-10-5. The first number indicates the maximum range at which a unit may be seen. At this range one can detect movement in the open. In the middle range transport, tanks, and infantry (as well as howitzers and guns) can be distinguished from each other. The short range indicates where definite identification is made. Units in a town, or the woods, can be detected only when you are adjacent. Obviously, hills and other obstacles as defined in the basic PB rules block units from sight. The LOS is best determined by using a string from center to center. Outside of maximum ranges, no reports of movement are made at all. Infantry and unarmoured guns, if they are under cover, can be seen only if you attempt to enter that hex, until then they are concealed. Vehicles that are not dug in (see "DIG IN" below), but are under cover (woods and towns) cannot be spotted until an enemy unit is adjacent to the hex. The spotting ranges can be adjusted for each game — we've used 15-10-5, 12-8-4, 9-6-3, even 3-2-1. It changes the complexion of the whole game.

MOVEMENT VARIANTS — Tanks and assault guns may move thru a green hex side at a cost of three MFs, but trucks, half-tracks, and armoured cars may not penetrate a solid green hex side. Slope movement is adjusted as follows: It cost two MF's to enter and two MF's to leave a slope hex. Movement between slope hexes costs 3 MF's as always. Trucks, obviously, move all non-road hexes at one additional MF — e.g., slope movement for them is now 3 and 4 respectively; open terrain costs two MFs. Trucks may not be used to block the road to enemy tanks (if they try, they are shoved aside).

DIG IN — A vehicle may "dig in" (conceal itself) in towns and woods. It costs two increments (not MFs, just increments) to do this. An enemy may only spot a dug-in unit by attempting to enter that hex. Such concealed units are used either for ambush or reconnaissance.

LINE OF FIRE (LOF) — a unit may not fire through more than one Russian or two German units when engaging targets with direct fire. Units on slope or hilltop hexes may, of course, fire over units that are below them. The sides of a hex containing 2 Russian or 3 German units are considered to be blocked hex sides in terms of the LOS as measured from the center of the firing unit's hex to the center of the target hex. You can fire at a unit if you can trace an unobstructed LOS to the target hex. In this case, however, if the LOS passes along a blocked hex side without passing through the blocked hex itself, the LOS is considered to be unobstructed.

INDIRECT FIRE — is handled as optional PB rules Indirect Fire and Experimental Indirect Fire with a few exceptions. Any Russian unit except empty trucks may perform the function of a CP. *Indirect* fire onto a hill top hex is not halved. All howitzer units can use indirect fire, at more than half range. Mortars are always halved against armoured targets since they always fire indirect. They can fire indirect at any range.

DISCRETIONARY FIRE — any hex that can be engaged with fire if spotted can be fired on unspotted at half the normal effect (the referee computes and rolls this fire). If a hit is scored on a vehicular unit, the attacking player is informed that there were secondary explosions. The attacker can confirm destruction or exact damage to a unit only by spotting it.

BURNERS (WRECKAGE) — 'burners' may be removed from roads and bridges, etc, by *tanks* or *assault guns* only, at a cost of 3MFs. A 'burner' blocks a road, but not a ford. If a unit was specified as being off the road when it was blown up, it does not block the road. Deployment on 'burners' is allowed as follows: one German or Russian unit may deploy on one Russian 'burner.' Two German or one Russian unit may deploy on one German 'burner.' One German or Russian unit may deploy on two German 'burners.' No units may deploy on three German or two Russian 'burners.'

TOWN DEFENSE — To reduce the defensive potency of towns, units may be attacked individually, but 2 is added to the die roll instead of 1.

4-1 CORRECTION — To remove hair-tearing frustration from the game, 7 and 8 on the 4-1 Combat Results Table become "DD" instead of "—."

MINES — a 2-1 is thrown immediately upon landing on a mine. Do not take terrain into account. You must then retreat from whence you came on the next movement increment. Each fire increment you remain on the mine means another 2-1 attack. A unit on a mine field may not fire at anyone, although it may receive fire. Engineers may roll a die every fire increment to attempt to clear a mine field. Four "1's" (accumulated) are required to clear it.

AMBUSH — Units under cover may pinpoint in advance one hex as an "ambush hex." If an enemy unit enters that hex, the ambushers may attack at full effectiveness on that increment, regardless if it is a fire increment or not. The unit ambushed cannot return fire until the next fire increment. It takes two increments to set up an ambush. The maximum range of an ambush is two hexes. Once a specific ambush has been thrown, the position is exposed, and the ambush may not be thrown again unless it is set up again by waiting two increments without being spotted.

SCENARIO DESIGN — the most important part of hidden movement is designing your own scenarios. Most of the PB scenarios do not adapt well to this gaming system. The best way to do this is to specify one person as referee. He designs the scenario — assigning units, tasks, and victory conditions. He will be the only one totally aware of the happenings of the game. This is when hidden movement PB reaches full fruition. You are moving simultaneously, you see only units that you could see under realistic conditions. You do not know the enemy's strength, his objectives, or even where he is. This style of Panzerblitz is the wargamer's dream come true. One caution to budding designers! Panzerblitz is a tactical game, and it does not play well with large scenarios. 10-30 units on a side seems about optimum. Good luck and happy wargaming!



PANZERBLITZ INCREMENTAL MOVEMENT CHART

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
14	X	X	X	X	X	X	X		X	X	X	X	X	X	X	
12	X	X	X		X	X	X		X	X	X		X	X	X	
11	X	X		X	X		X	X	X		X	X		X	X	
10	X	X		X		X	X		X	X		X		X	X	
9		X		X	X		X		X		X		X	X		X
8		X		X		X		X		X		X		X		X
7		X		X			X		X		X			X		X
6			X		X			X			X		X			X
5			X			X			X			X			X	
3				X						X					X	
1									X							



Campaign at WATERLOO

(This is the second part of Bob Harmon's four part thesis on the battle of WATERLOO. In part I, the first day of the campaign was examined in detail, noting especially the marked command confusion surrounding both side's maneuvers and counter-maneuvers.)

PART II: 16 June 1815: Quatre Bras

Napoleon's orders for the 16th were given at about 0800 that morning. Ney, leading the left wing, was to move on Quatre Bras with II Corps, which was near the town of Frasnes; the I Corps and Lt. Gen. Kellermann's cavalry corps would move up behind him under Ney's direction. Grouchy was given the French right (south of Fleurus) and ordered to move through Fleurus against whatever was assembling at Sombreffe; assigned to Grouchy was III and IV Corps and the remainder of the reserve cavalry. Napoleon would follow Grouchy with the remainder.

Awaiting orders to move, Ney did not begin his march until 1145; the main body of II Corps was not deployed until 1400 (relaying dispatches took time; not until the invention of the telegraph did instant military communications become possible). D'Erlon's and Kellermann's corps were enroute at that time and expected momentarily.

Facing Ney was only Perponcher's division of Dutch, Belgian, and Dutch-Nassau troops. The Prince of Orange directed these forces into advanced positions in the Bois de Bossu, on his right, and in the Farm of Gemioncourt, a series of enclosures which lay in the center of his positions south of Quatre Bras. The Duke of Wellington arrived on the field at about 1000 and approved the Prince's preparations. The Allied army itself was already enroute. Wellington met with Blucher personally later that morning; the Duke assured Blucher he would have his army at Quatre Bras, and Blucher informed him of his own intention to stand and fight. It was hoped that the two armies could cooperate and assist one another. For this day and the next this was not fated to be.

With almost a 3-1 superiority in men and guns, Ney began his attack at 1400, just as the Duke returned from his conference. The French infantry, backed by Pire's light cavalry, drove forward against the thin Dutch line. The Dutch fell back briefly, then stood and fought in the Bois de Bossu and at Gemioncourt. The mounting

pressure was partially relieved by the arrival of British and Hanoverian troops, in the form of the Allied 5th Division, under Sir Thomas Picton. These forces filled in the Allied left and center, from the Namur road to Gemioncourt, but were too late to save the farm itself, which fell shortly before their arrival at 1445. Merlen's cavalry brigade attempted its relief but was broken by French cavalry — were it not for the presence of the British in their rear Merlen and his pursuers might well have wound up in Quatre Bras itself.

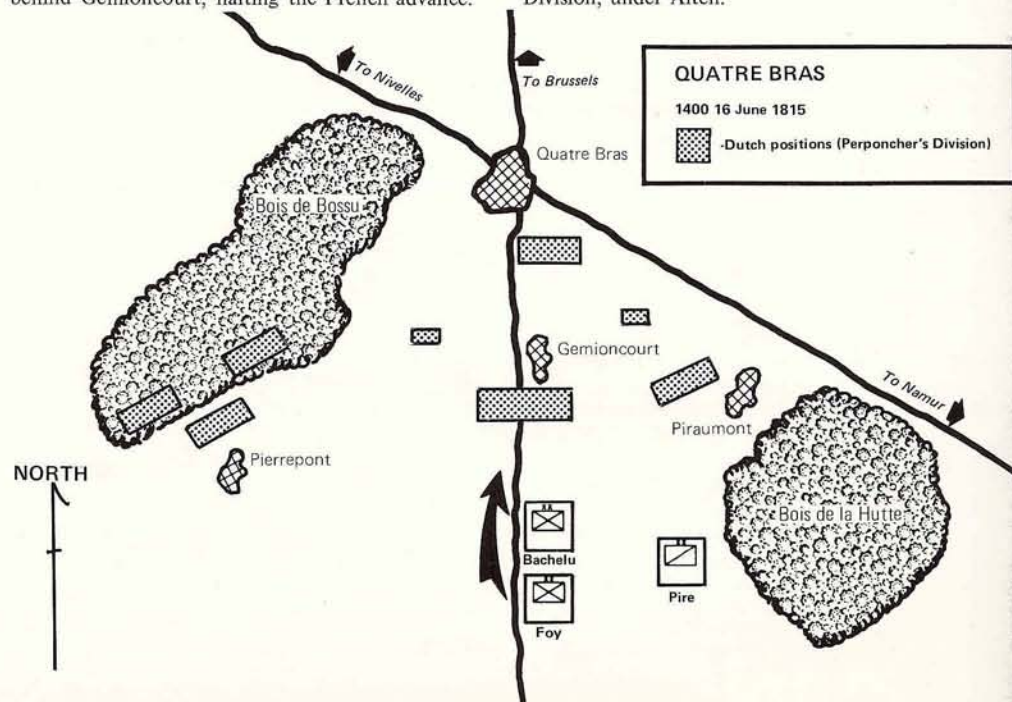
Jerome Bonaparte's division appeared on the field just before 1500, and moved into the Bois de Bossu, moving into line to the left of Foy's and Bachelu's divisions. The Dutch were forced to yield the farm of Pierrepont to Jerome and were driven into the woods. At the same time, Bachelu's forced on the French right took the farm of Piramont and clashed with the first contingents of British troops.

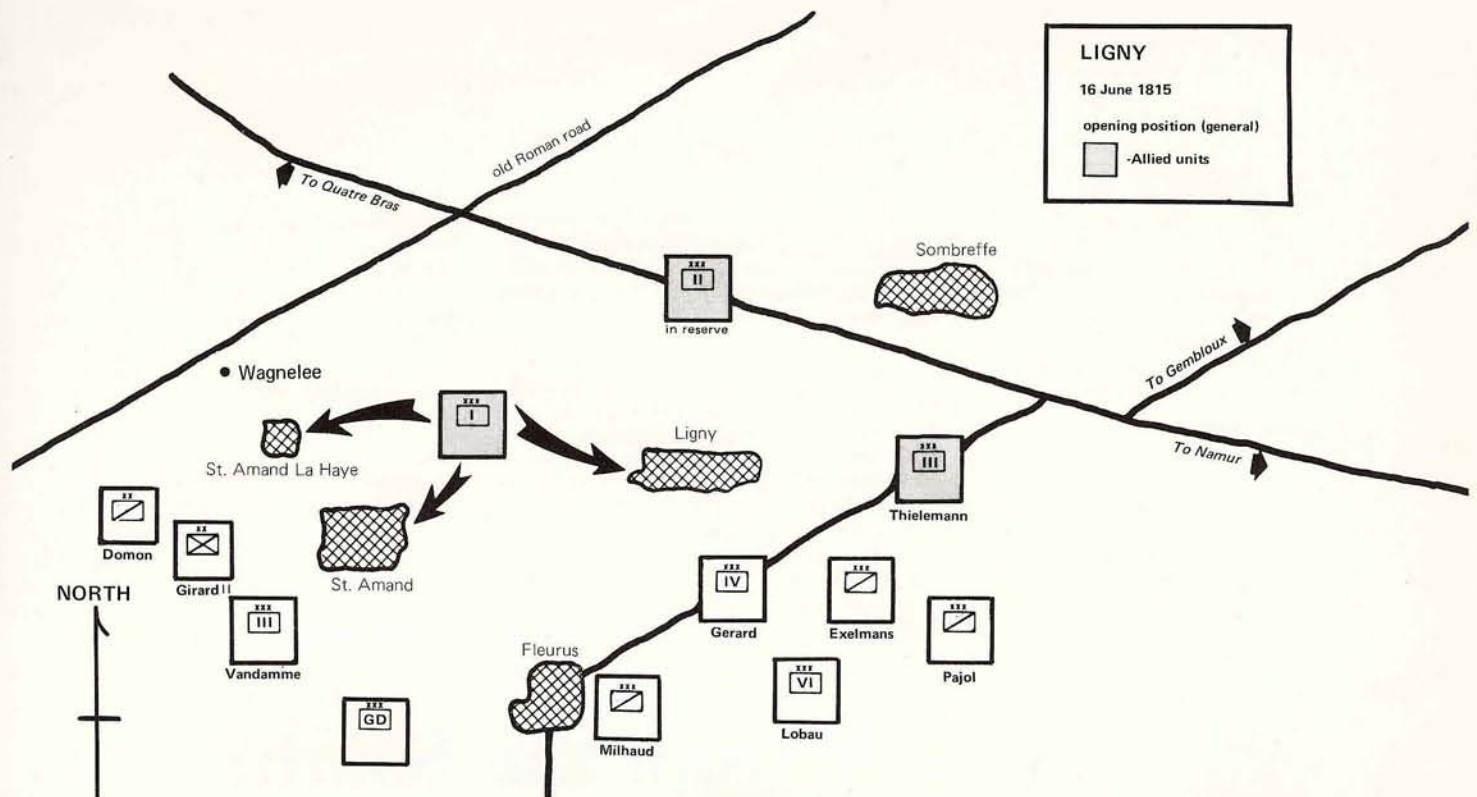
Shortly after Picton's forces arrived, a large mass of black uniforms appeared on the road from Brussels — the Brunswick Corps, led by the Duke of Brunswick. Their presence gave the Allied forces a superiority in numbers and enabled the British line to move into the center behind Gemioncourt, halting the French advance.

The Brunswickers came under immediate attack by Foy's division, and were quickly broken. The Brunswicker cavalry was brushed aside by French light cavalry. The Duke of Brunswick himself was killed trying to rally his men, who had been mauled by French guns and artillery and were now harried by the lancers. The French cavalry slipped through the gap and hurled themselves upon the squares of the British 44th Regiment and 42nd Highlanders. The cavalry retired after failing to break the squares, taking heavy casualties from their fire.

At this juncture, Kellermann's heavy cavalry appeared and renewed the attack on this section of the Allied line. Once again the 44th and the Highlanders held against repeated attacks; the French had to satisfy themselves by catching a Hanoverian landwehr battalion in the open and hacking it to pieces.

The cavalry's retirement at 1700 was only a brief respite for the Allies. Despite their numbers, the Allies had run short of ammunition, and the Dutch and Brunswick contingents were reeling. At this point, help arrived in the form of the British and Hanoverian forces of the Allied 3rd Division, under Alten.





Ney was now very much outnumbered. No help was on the way, either; D'Erlon's I Corps, due to conflicting orders, had been diverted. D'Erlon, marching up from Gosselies, had encountered a member of Napoleon's staff, bearing an order to Ney to divert the I Corps to the area of Ligny, where a major clash was now raging between Napoleon and the Prussians. The staff officer (some think it was Gen. Labadoyere) sent I Corps marching off towards the east. As soon as Ney learned of this, he compounded the error by firing off an order to D'Erlon to come about and march on Quatre Bras. The order reached D'Erlon at 1730 or 1800, just as he was approaching the battle at Ligny (his appearance in the west was touching off a minor panic in Napoleon's left flank - Napoleon and his local commanders had taken I Corps for enemy troops). The I Corps counter-marched and headed towards the fighting at Quatre Bras, with a good chance that it would not arrive on time.

At Quatre Bras, Ney renewed his offensive upon the British shortly after 1700. Again the cavalry was thrown into the fray, the French infantry advanced in the center and in the Bois de Bossu these attacks were broke up. With the arrival of Cooke's 1st Division (entirely British), Wellington went over to the offensive, retaking the Bois de Bossu and Gemioncourt; Ney withdrew to Frasnes just as the day was ending. D'Erlon's corps reached him at this time - much too late.

The battle of Quatre Bras was over. Ney had failed to defeat Wellington while he had the chance - but he had successfully withdrawn his own forces when outnumbered; and he had prevented Wellington from giving aid to Blucher, who had been fighting for his life in the battle of Ligny, to the east.

LIGNY

On the morning of the 16th June, Prince Blucher's three available corps were formed for battle against the main body of the French army. Although the concentration of the Prussian army took place at Sombreffe at dusk on the 15th, Bulow's IV Corps did not get its orders due to a miscarriage in the issuance of these orders, and did not begin to march from Liege until the morning of the 16th. The Prussian army on the battlefield was deployed thus: I Corps held the villages of St. Amand and Ligny; the III Corps, on its left, held a line running from Sombreffe eastward. The II Corps was in reserve; and those fragments of I Corps still serving rear-guard duty in Fleurus (a few miles south) were withdrawn.

Napoleon, at the head of the lead columns (nominally led by Grouchy), came through Fleurus at about 0900 on the 16th. While his troops organized for battle, he surveyed the Prussian position and decided to throw his main effort against the villages of Ligny and St. Amand in the center. To that end, he detailed Vandamme's III Corps, reinforced with Girard's division, to the left. In the center was Gerard's IV Corps. On the French right, watching Thielemann, was Grouchy, with Pajol's and Exelman's cavalry corps. Napoleon held the Guard, Milhaud's cavalry corps, and VI Corps in reserve. The preparations were still going on at 1400 when Napoleon had Soult send off a dispatch to Ney, calling on him to march on the Prussians' exposed right flank. Ney, heavily engaged by the time it reached him, was unable to comply.

It must be noted that the Prussians were drastically outnumbered on the field of Ligny; even with the absence of Bulow the Prussians numbered some 83,000. This slightly exceeded the totals of the French forces on hand - some 72,000 or so, greatly aided by a superiority in artillery.

Vandamme's corps, Lefol's division in the lead, opened the engagement at 1430 with a drive against St. Amand. Initially successful, the French were driven back by fierce resistance by Steinmetz' brigade. Similar results took place at Ligny. Gerard's corps drove into the town, whose defenders had been protected by the buildings from the French artillery. The streets and buildings quickly became choked with living and dead men. Seesaw, confused fighting in both towns proved inconclusive, and the French poured in more of the two corps; the Prussians found it necessary to commit Jagow's and Henkel's brigades.

Vandamme, heavily engaged in St. Amand, sent Girard's division to his left, into the village of St. Amand-la-Haye. Blucher reacted by throwing in the 2nd Brigade. During the fracas that ensued, Girard was killed but his troops succeeded in taking most of the village despite extreme losses.

Further to the west, a large Prussian force, headed by Tippelskirchen's 5th Brigade, advanced on Girard's flank at Wagnelee. This was met by Vandamme's reserves - his cavalry and part of Habert's division. This Prussian attack was repulsed.

The fighting in Ligny continued with mounting casualties on both sides. Henkel and Jagow were now backed up by the 6th and 8th Brigades. Napoleon had thrown in the artillery of the Imperial Guard to support Gerard's beleaguered corps. The fighting continued without any sign of resolution.

On the French right, Grouchy engaged in only minimal and inconclusive skirmishes with Thielemann. The French made some attempts to maneuver around the Prussian left, but were unsuccessful.

With Vandamme's reserves committed, and with increasing Prussian strength appearing in the French center and left, the French were shocked when, at 1700, a large column of troops appeared

in the distance, beyond and behind the French left flank. This force was reported to be unfriendly. Napoleon, who had been preparing the decisive attack against the Prussian center, was forced to send off Subervie's cavalry division and part of the Young Guard to cover his flank against this new menace. The subsequent revelation that these mystery forces were those of the elusive D'Erlon was not known to Napoleon until an hour and half had passed.

D'Erlon's forces, before countermarching for Quatre Bras, sent Jacquinot's cavalry division forward in reconnaissance; this unit encountered a Prussian cavalry brigade under a Col. Marwitz, who was forced to withdraw. This kept stray Prussian cavalry off of Napoleon's left.

By 2000, it became apparent that the Prussian army was in a bad way. Only the 9th Brigade was left in the army reserve. The Prussian forces in the center, particularly in Ligny, were running out of both stamina and ammunition. And so it was that these forces were ill-prepared for the main French offensive at 2030. Napoleon threw his entire reserve — Milhaud, Lobau, and most of the Imperial Guard, against the Ligny-St. Amand

sector. Covered by a rainstorm that had begun at dusk, the French struck the Prussian center in one great smash. The Prussian line disintegrated. Blucher scraped together what cavalry was available and led it in a desperate charge to save the situation. The 73-year-old Blucher almost came to grief then and there; his horse was killed, and rolling over, fell on him. Briefly, the Prince and his aide were in the midst of a mass of Cuirasseurs (who failed to see them in the darkness and confusion); then, the Prussian cavalry returned long enough for the aide, Count Nostitz, to carry Blucher off the field.

The battle of Ligny continued until midnight, protracted by confused skirmishes. In the confusion and rain the Prussians withdrew, beaten but still intact. They had lost, from casualties — and desertions by Rhenish troops — about 25,000 men. The French had suffered about 12,000 casualties. The French army settled down for the night on the battlefield.

The Prussian army, now under the command of Gneisenau, withdrew to the northeast, towards the town of Gembloux. Thielemann's corps re-

mained near the battlefield as a rearguard; scattered Prussians made their way from the field to their units.

Two missing personages appeared out of the night in the Gembloux area. Bulow and his corps, 18 hours late, appeared on the road from Namur. And Blucher, shaken but safe, appeared in the nearby village of Melioreux and established his headquarters. Before retiring, he made two important decisions for the morrow. The Prince, largely over Gneisenau's objections, decided to maintain close contact with Wellington's army rather than fall back on the Meuse. For this purpose, Blucher elected to *shift his supplies from Liege and Namur to Maastricht and Louvain*; his supply line now paralleled that of his ally.

So ended the engagement at Ligny. The course of battle in the next two days would hinge on whether or not Blucher could rally his army to save Wellington from being crushed by Napoleon. On the morning of the 17th his army would not as yet be able to act effectively. The initiative had passed to Napoleon as a result of Ligny — Wellington now stood alone.



Assault from the South: STALINGRAD

A SHORT COURSE ON THE OFFENSIVE

Rick Moyer
636 Garden Rd.
Glenside, Pa. 19038

"All warfare is based on deception. Hence, when able to attack, we must seem unable; when using our forces, we must seem inactive; when we are near, we must make the enemy believe that we are away; when far away we must make him believe we are near. Hold out baits to entice the enemy. Feign disorder, and crush him."

"Appear at points which the enemy must hasten to defend, march swiftly to places where you are not expected."

"Rapidity is the essence of war; take advantage of the enemy's unreadiness, make your way by unexpected routes, and attack unguarded spots."

SUN TZU, *The Art of War* — 500 B.C.

"Avoid a frontal attack on a long established position; instead, seek to turn it by flank movement, so that a more penetrable side is exposed to the thrust..."

B.H. Liddell Hart

Introduction:

In June of 1941 when Adolf Hitler launched his Wehrmacht on "Case Barbarossa" he was trying, in effect, to cover his rear from attack so that he might eventually concentrate the full weight of Germany on Great Britain. Through mistaken intelligence reports and the Soviet Union's poor showing in Finland Hitler assumed Russia would be another Poland, only on a grander scale (these faulty intelligence reports exclude Col. Gen. Guderian's more objective study; where he purposely underestimated the

number of active Soviet armored divisions. His eventual total was lower than the real number and was still greeted with astonishment and disbelief in Germany). The campaign, Hitler assured his hesitant Generals, would be completed within six weeks.

The majority of the Soviet military strength was concentrated in the South. Even with the rapid collapse of the other Fronts the progress in this area was slow, too slow for the German High Command whose whole plan was to gain freedom of movement. The strong Russian resistance in this sector proved to be a constant source of anxiety to the German military until it was finally broken by the encirclement at Kiev. Although a great deal of men and material were lost in the pocket, it was this battle that spared Moscow.

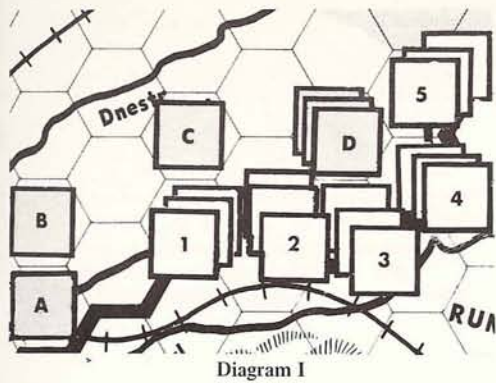
In the Avalon Hill game of *Stalingrad* many players shy away from the Southern campaign, in favor of the quicker and at most times the more disastrous route in the North and Center. As in real life, an attack where it is least expected can quite often reap great benefits for the aggressor.

To briefly outline the plus characteristics of attacking in the South, one must first take into consideration the primary goal of the Germans in the game; which is the capture *and* occupation of the three Russian cities, Moscow, Leningrad and Stalingrad before time and Soviet replacements take the initiative away from him. While the German maintains the upper hand *HE* must be

the one to designate where the campaign will be fought. I have played too many games in the North where I have been counter-attacked on the first few turns after impulsively pushing my armor across the Nemunas River. Of course, one could always play it safe and slowly move his spearheads through the Nemunas and Lwow gaps. This is all well and good but, remember that time is against you and this is exactly what the Russian wants. This does not mean however, that you should pick the area that is defended most heavily for your attack. Remain flexible, and keep in mind that a clear terrain square gained *beside* a river without any losses is as good or sometimes better than draining your reserves crossing it!

Opening Moves:

When launching your main attack from the South, I have found two basically excellent opening objectives for the Wehrmacht. The first and better of the two being square NN-14. In all my games I have not come across, as yet, a better locale than this area for a grand pincer movement. Many Russians I have played fortify this square to the brim and neglect its flanks leaving it more or less in an unprotected salient. A simple two-pronged attack from squares MM and OO-14, with a minor soak-off (and *NO* advance across the river), can leave the Russian in a very difficult predicament. (See diagram I) So, for the loss of perhaps one or two Infantry Corps, you



Reference Key:

Russian	German
A = 37th Inf. Corps	1 = 14th Pz. Corps
B = 16th Inf. Corps	39th Pz. Corps
C = 14th Inf. Corps	56th Pz. Corps
D = 36th Inf. Corps	2 = 41st Pz. Corps
64th Inf. Corps	47th Pz. Corps
65th Inf. Corps	57th Pz. Corps
	3 = 1R Inf. Corps
	2R Inf. Corps
	3R Inf. Corps
	4 = 6R Pz. Corps
	43rd Pz. Gren.
	Rum. 1st Inf.
	5 = 2nd Inf. Corps
	26th Inf. Corps
	28th Inf. Corps

Attacks

1. versus 14th Inf. Corps; 3-1, NO advance!
Exchange: 39th, 56th Pz.
2. versus 65th Inf. Corps; 3-1 surrounded.
Exchange: 1R, 2R, 3R Inf.
3. versus 36th, 64th Inf. Corps 1-5.

can net possibly two Russians through combat and the two or three in the bag! Right from the outset you have not only achieved a numerical superiority, but also have your opponent on the run and very worried (his morale rating at this time is practically zero).

In order to achieve the upper hand here, it is necessary for you to commit the bulk of your Panzer Corps south of the Carpathians. This could prove disastrous if you fail to meet your objectives on the first turn. In an effort to get around this flaw, leave between eighteen and twenty-four Panzer attack factors in the Center. The purpose of this is threefold: 1) it leaves you with enough striking power around Warsaw to establish a bridgehead across the Nemunas River (the only objective of Army Group North); (see diagram II), 2) it serves to mislead the Russian so he doesn't strip the area bare of defense, and 3) it gives you the ability to crack the Dnepr from the rear if your main body gets stranded between rivers. While you are working on interior lines the Russian cannot be too hasty to commit the bulk of his defenses to where he *suspects* you are going. By the time he finally realizes you are moving on Kiev he will not be strong enough to hold the length of the Dnepr firmly and you should have the city in your possession by November-December 1941.

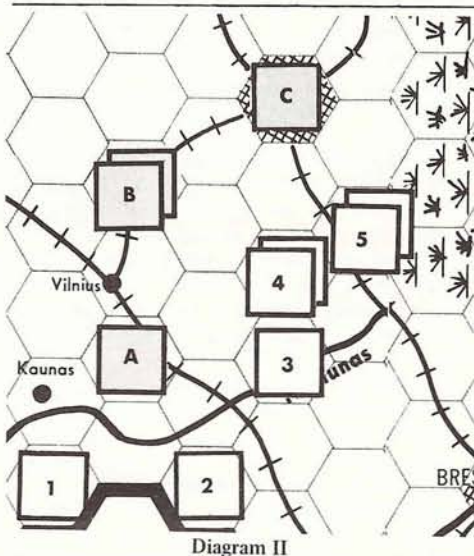
The second and perhaps the more time consuming alternative, is launching an attack across the Bug River at square CC-15 (again with NO advance). The purpose of this is to cut the Brest-Litovsk - Kiev railroad. (see diagram III) With this rail line cut the Russian Army is split in

two and any reinforcements needed in the South must be sent the long way around the Pripyat Marshes. A strong thrust into the Nemunas gap in conjunction with the attack across the Bug leaves also the very tempting idea of isolating all the troops in and around Brest, if your opponent elects to stand and fight. (Remember, remain flexible!!) Strong Panzer Grenadier and reserve Panzer formations deployed on the Hungarian border (squares MM-8 and 9) should prove more than ample in breaking any Soviet defense in the Carpathians. Follow up the Russian withdrawal and the river lines along your right flank will break out of necessity as you progress towards Kiev. Once again the city should be in your possession by December 1941.

Exploitation:

Once you are across the Dnepr River it is your decision where you should go from there. Depending on the state of the Russian forces, I many times take advantage of the lack of defensive terrain and move from Kiev directly on Moscow. This will stretch the Soviet front to the maximum and sometimes necessitate the abandonment of Stalingrad. However, it is rarely that you find the opponent who will willingly give you the city as a present and you will more than likely be forced to take it by storm. This is where Phase II of the campaign enters the picture.

As soon as your bridgehead across the Dnepr is secure, send your Panzers northeast with the long range goal of capturing Bryansk. This will take the pressure off the Soviet Southern flank temporarily and all eyes will be on Moscow. However, leave eighteen Panzer attack factors in Dnepro-Petrovsk (if you have it in your possession, if not, on the railroad leading into the Crimea and Sevastopol). Press forcefully towards Moscow; it will be snowing by this time and movement will be slow but, do not cut your drive short and maintain your momentum.



Reference Key:

Russian	German
A = 8th Inf. Corps	1 = 6th Inf. Corps
B = 4th Inf. Corps	2 = Rum. 2nd Inf. Corps
5th Inf. Corps	3 = 7th Inf. Corps
C = 3rd Inf. Corps	4 = 8th Inf. Corps
	9th Inf. Corps
	5 = 12th Inf. Corps
	13th Inf. Corps

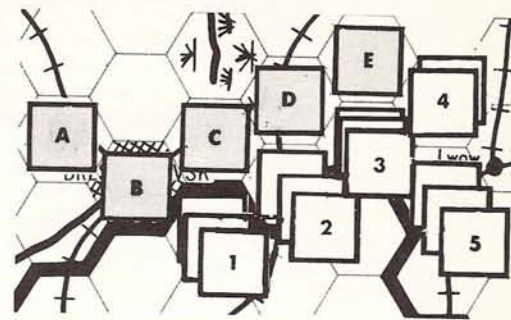


Diagram III

Reference Key:

Russian	German
A = 9th Inf. Corps	1 = Rum. 4th Inf. Corps
B = 28th Inf. Corps	Rum. 5th Inf. Corps
C = 10th Inf. Corps	Rum. 11th Inf. Corps
D = 12th Inf. Corps	2 = 14th Pz. Corps
E = 35th Inf. Corps	39th Pz. Corps
	56th Pz. Corps
	3 = 41st Pz. Corps
	47th Pz. Corps
	57th Pz. Corps
	4 = Rum. 1st Inf. Corps
	Rum. 2nd Inf. Corps
	5 = 1R Inf. Corps
	2R Inf. Corps
	3R Inf. Corps

Attacks

1. versus 10th, 28th Inf. Corps 1-6.
2. versus 12th Inf. Corps 3-1, NO advance!
Exchange: 39th, 56th Pz.
3. versus 35th Inf. Corps 1-4.

Before each movement portion of your turn look over the front and see exactly how the Russian is holding up. Check his accumulated replacements (there shouldn't be any) and figure in your mind's eye which Soviet units you will be eliminating this month. If things are going well and if your infantry and armor have not suffered any staggering losses, the time is now ripe for your thrust at Stalingrad. If you have positioned your Panzer units in the South correctly (preferably anywhere between squares KK-24 and MM-21 along the railroad) move them now into the Straits of Azov with the goal of outflanking the Russians through the Crimea. (A Soviet 2-3-6 sitting behind the Kuban River will not pose a threat to your attack.) I have found that many times this is all it takes to break the Russian front running the length of the board; providing your attack against Moscow has not been stalled.

With the fall of Stalingrad, the Russian will find himself, and not you, overextended and the remainder of the campaign breaks down into a mopping up operation.

Conclusion:

This type of assault is *not* as dangerous as many make it out to be. A token force of Rumanians and between four and six German Infantry Corps stretched along the length of the Nemunas River will preclude any chance of a Russian counterstroke against Warsaw. Timing plays an important role here. If you commit your Panzer arm too early, the Russian will be able to bring up troops from his northern defenses to greet you on the Dnepr, and this, of course, you do not want. Wait awhile and take advantage of the railway system before you throw your entire weight into

the fray. The sight of a strong Panzer Group in Brest will serve you better than to have them sit dormant behind the front line outside Kiev. Do not hesitate to attack strong, doubled Soviet positions without infantry support to absorb losses in an Exchange. Early in the game is the time to make as much headway as possible. Gain as much territory as you can, sustaining the least amount of losses, before the onset of the first Winter. Accumulate your replacement capabilities and use them *only* to bring your Panzer Armies up to full strength. Four 8-8-6's and two 7-7-6's can attack a doubled Soviet 5-7-4 at 3-1 and

many times these will be the battles that decide the game. After the Dnepr there is a lot of territory between doubled positions and you will soon discover how easy it is to turn a strategic withdrawal into a disorderly rout! Once you are across the Dnepr River and *if* you have played your cards right, you should find the going a good deal easier in the steppes of the Ukraine.

The success of this campaign relies heavily on your ability to maintain a clear head. Keep in mind who is on the offensive and who has the

early advantage. Beware of easy victories that would lead you far away from your objective. Study the board, pick your targets and stick to them. In the expanses of Russia speed is of primary importance. Keep the Soviets on the run. If you see that a mud or snow month is coming up hold the front line with infantry and deploy your tanks and Panzer Grenadiers on a railroad behind the lines. If you plan ahead and know exactly where you are going, this strategy will work as well for you as it has for me. I would welcome any comments and/or variations on this theme.

France, 1940: A Fighting Chance for the Allies

Admittedly, the Germans have the edge in FRANCE-40. Some say they are unbeatable (they said the same thing about the GERMANS in STALINGRAD way-back-when), but this has yet to be proved. If the Allies are going to win (or come close to it) the initial positioning of the defense becomes critical.

The Allied player in *France 1940* faces a formidable task. In the historical situation, he confronts a far superior enemy along a winding frontier, the defense of which stretches his forces so thin that breakthroughs are inevitable. Worse, much of this frontier belongs to Dutch and Belgian forces that the German can largely destroy before any reinforcement is possible, opening up wide corridors for panzer units to roll along on their way toward France. The Maginot line takes up some slack along the frontier, but a competent German player will soon pierce this bulwark and open up even more of the Allied line to breakthroughs. Allied reinforcements, coming from Paris, begin to trickle in too late to be of much use, while German reinforcements are ready for combat soon after entering the game. Finally, the Allied air units are outnumbered 4 to 1 and have a shorter range than their German counterparts so that they can be knocked out early in the game, in 2 or 3 turns, serving little useful purpose other than to add 20 victory points to the German score.

The basic plan which I will present here is designed to minimize the effect of the inherent weaknesses of the Allied position in the historical game, and to give the Allied player a fair chance of winning. Using the optional Allied OBs, of course, will greatly improve Allied chances using this plan.

First of all, in a line extending straight across the board from 820 to 839, place all French 6-6s, 3-4s, and 4-6s, and the British 6-8; the latter ought to be placed fairly close to Paris. Use the weaker 3-4s and 4-6s on hexes where they will be protected from the front by rivers (hexes 820, 821, 824, 825, 826, and 831). Behind this line, about 3 or 4 hexes apart, place the British 8-8, and the remaining French and British reserves; stack the latter units so that each pile of 3 will have a combat strength of 5. These are the Allied

reserves, and may be used against panzer units which may break through the front line. In Holland, place one Dutch 4-6 each on 812, 813, and 841. Place 5 Belgian 4-6s in a line from 814 to 819, and the Belgian units, one per hex, in a line from 842 to 846. Place the British air unit on 1225 and the French air unit on 1226.

While this line of defense is long, it is considerably shorter than the Allied frontier with Germany; it places Dutch and Belgian units in as strong a position for defense as possible, and it allows a coordinated Allied defense even before the German violates Belgian neutrality. Should the German player not violate Belgian neutrality, Belgian units can still be moved several hexes to the rear to maintain a continuous line in the event adjoining French units are forced to retreat.

The German player cannot bring much force to bear until the 3rd turn at least, and cannot use full force until turn 4. In a game of 10 turns, this is a great handicap. His reinforcements, which he receives in any case, will likewise take 3-4 turns to reach the front, weakening their effect. The Allied line, on the other hand, may be rearranged during the several turns that it takes the German to get into position, and Allied reinforcements will reach the line quickly even if German air power is used to slow them down.

Allied air power is placed where it will be inconvenient for the German to destroy it, yet close enough to Paris and to the Allied line to be of as much help as such a badly outnumbered force can be.

Allied reserves, while not strong enough to throw back all German breakthroughs, should be able to weaken the German player's ability to cause Allied retreats. Retreats may usually be made in an orderly fashion, and the fact that Allied reinforcements are nearby and begin to arrive at about the same time that the German attack in earnest should help to replace Allied losses. Too, the line will shorten as the Allies retreat, and this helps to take up slack. Once Belgian and Dutch neutralities are violated, the second line of defense in these nations becomes available for replacements in the Allied line as a whole. The German is almost certain to violate Belgian neutrality, of course, since he would otherwise have to fight his way through the Maginot line in order to enter France, and this

would delay the arrival of his infantry at the Allied line by at least one additional turn. Of course, since the German will probably have to concentrate most of his forces against the southern portion of the Allied line in order to have much chance of reaching Paris in 6 turns, and since this portion of the line is farthest from Germany, he may need an additional turn or two in order to seriously threaten this area in any event. An advantage accruing to the Allies is the fact that the southern portion of this line is that sector closest to the reinforcement base at Paris, from which new units enter the game beginning on turn 4.

Some additional guidelines may be helpful: Pull the British 6-8 out of the front line as soon as you can, replacing it with a French 6-6; use the 6-8 as part of the mobile reserves. Also replace the 3-4's in the same way, if you are able, after reinforcements begin to arrive. Shift some of the mobile reserves to allow additional concentration in those areas most threatened, but beware of German feints. Maintain your reserves for as long as possible, so as to push back at least some of the panzer breakthroughs. Move reinforcements from Paris to the front as quickly as possible. Sacrifice French units for the sake of British, since the latter give the German more victory points. Attempt, if possible, to destroy 1 or 2 German air units before your own are knocked out; since the German needs a 3-1 victory point ratio, this will help the Allied cause significantly. Of course, a canny German will use his 2 hex range advantage to knock out Allied air units before they can get in a lick.

One means of protecting air units is to set up the front line along the basic pattern indicated above, but from 689-715; here, the German must advance before he can mount attacks against Allied air units. An additional advantage of placing the line here is that the German has farther to advance in order to take Paris. However, this line offers no river shelter for French 3-4s and 4-6s, stretches the Belgian line rather thin, and delays arrival of Allied reinforcements for an additional turn. Sure-fired? No. A fighting chance? Hopefully.

J. Richard Wagner

2933 North 70

Milwaukee, Wisconsin 53210

Gentlemen:

Using the Luftwaffe tournament game with a change in victory conditions has vastly increased the excitement and playability of the game to many of our Macon SICL chapter members and we would like to share the method with your readers.

If, in the war, an aircraft factory campaign was chosen by the US, the bomber command (and the commander) would be evaluated by the overall performance ratio of mission successes vs. losses. It would not be necessary to destroy 100% of all German aircraft factories to rate the campaign a success. Mission successes and bomber losses in the big picture of the war would brand the campaign a victory or a failure. Other bombing campaigns would be needed as this one was being waged, requiring bombers. If the aircraft factory campaign was determined to be failing, the planes would be transferred to another campaign, say the ball bearing factories or the oil industry. The main idea of bombing is to destroy enough of the war-making potential of the enemy to stop the war. A Pyrrhic victory in this campaign would be detrimental to the total US war effort and would not be acceptable. If, by April '45, the target/bomber destruction would be evaluated, and if determined unfavorable, the campaign would probably be scrubbed.

Similarly, Germany could not afford to mismanage its fighters. Fighter losses vs. bomber and aircraft factory destruction would be evaluated to determine the Luftwaffe commanders' competence, that is, whether or not he should go to the Russian Front. Again it was overall performance that counted, (political and personal considerations aside,) quality as well as quantity. It is felt that the game's victory conditions should reflect this.

Victory is not on a yes/no basis, not just the fact that 100% of the German aircraft factories are destroyed or they are not, but on a total performance evaluation. There is a greater reward for both sides if a quality victory, not a Pyrrhic victory is achieved . . .

Using AH tournament rules and replacement rates, the US' targets are the German aircraft factories and the Luftwaffe's mission is to stop the bombers, as usual. The maximum possible German replacements are 10x10=100 fighter factors, worth one point each. The aircraft factories are worth two points each, US fighters and bombers are one point each. This yields the following table:

Tournament Game	US	Luftwaffe	Points
Fighters	40	104	144
Bombers	44		44
Replacement fighters	52	100	152
Replacement bombers	104		104
Aircraft factories		2x43	86
Total Points	240	290	530

Points are scored as follows: The US player gets two points for each factory destroyed and one for each German airplane factor destroyed. Also, he gets one point for each US airplane factor not destroyed by end of game. The Luftwaffe player gets one point for each US bomber and fighter destroyed, one point for each German fighter factor not destroyed by end of game and two points for each factory not destroyed by end of game. All 530 points will be scored in the game by one side or the other, with 266 needed to win. Thorough playtesting so far has found the average point spread between winner and loser to be 20 points. (Yes, the German replacements he didn't accrue due to bombed factories are scored as losses, and those that were accrued but not used are scored for the Germans.) Suicide attacks by either side are not profitable and a demoralized or battle fatigued player just one turn near game end, can lose a close game by goofing off.

Total points accumulated in the series of games played determine the tourney winner, second place, third, etc. Draws under this point system

Letters to the Editors...

are extremely rare — we haven't had one yet. In the rare occasion of a tie, a two-game playoff swapping sides, should resolve the tie. In case of a forfeiture, we recommend awarding 285 points to the victor — 265 for his half of the total points and 20 for the average point spread.

I will be delighted to respond to those readers who write to me with game results and descriptive comments.

Karl Skadowski—AA
President Macon SICL Chapter
1526 North Atwood Drive
Macon, Ga. 31204

Dear Sirs:

As an Army officer of some eight years standing (now a Reservist), I have had occasion to observe Corps and Division commanders "at work" in combat and have been schooled at least to consider some of the decisions that general officers face. As an infantry division plans officer I've also had some experience in formulating the alternatives among which generals choose and in dealing with some of the restrictions which bind the decision-making process in combat.

It first appeared to me in "Stalingrad," then in "1914" and now in "France 1940" that AH is not overtly dealing with some areas of decision-making which are most significant at the strategic level. I'm speaking first of all of organization for combat. Placing battalions, brigades, and divisions into some sort of command structure is a significant function. Deciding which divisions (or how many) will make up a certain corps and how many corps will compose this or that army or army group has considerable influence on the course of a campaign. Once the fighting starts, one army commander is reluctant to give up a corps or an armored division to another army commander even in the situations where this is possible given the movement and logistics problems involved in such a transfer. In many situations it is not possible or possible only within a time frame or at a cost that would invalidate the reasons for the transfer. "Stalingrad" perhaps best illustrates this where the front becomes divided at times due to terrain. In a strategic game this situation could be duplicated by requiring each player to prepare an Order of Battle card prior to the first move of the game. For games dealing with units or corps size, the players should be required to compose armies. To make the rule meaningful there should be a movement penalty of some appropriate amount whenever a corps or smaller unit is transferred to another army.

At this point I would like to suggest another restriction inherent in real-life combat which ties in with what I mentioned above. This is, in conventional warfare, the restriction of the "zone of action" or "axis of advance/direction of attack." These are control measures whereby a military organization is restricted to conducting combat within reasonably well-defined lateral limits. The reasons for these and the advantages and disadvantages of them I am sure you know. Suffice it to say that this feature could also be incorporated into a strategic game by requiring players to select a control measure to go along with his organization for combat. Mapsheets such as the ones included in "Jutland" and "1914" would be required. The control measure selected would extend into enemy territory a sufficient distance to control the maneuver of friendly units only for the first one or two moves of the game, thereby simulating the time required to adjust to the tactical situation. In this way the game could deal with the necessity of planning a campaign and the difficulty of altering those plans once engaged with the enemy.

Thomas H. Verdel
Apt. E-2, 1000 Collier Rd, NW
Atlanta, Ga. 30318

Gentlemen:

Did you ever get tired of fighting a battle of attrition in D-DAY? Ever wish there was something you could do about that? Well, now there is something! Call for General George Patton, Jr. and his "PATTON"ed Third Army.

Here's the way to do it. First, remove all Third Army units. They are as follows:

ARMOUR: 4th, 5th, 6th, and the 7th US Armoured and the 2nd French Armoured
INFANTRY: 5th, 8th, 28th, 35th, 79th, 80th, 83rd, 90th

You may also remove the 2nd US Armoured if you wish for Patton controlled it at certain times. I would suggest this if the game is still uneven for the US.

Change these units in the following manner:

4th Armoured becomes a 8-8-6
5th, 6th, and 7th US Armoured become 7-6-6's
2nd French Armoured becomes a 6-5-5
8th, 79th, 83rd, and 90th Infantry become 5-4-5's

5th, 28th, 35th, 80th Infantry become 4-4-5's
The 2nd US Armoured, if you use it, is the same as the 4th.

These charged-up units enter on a time table. The 8th, 79th, 83rd, 90th must be on the board before the 7th turn. The 6th US Armoured is also included with the aforementioned units. The rest of these units appear on the 7th turn. Be sure though that you follow order of arrival specifications for your invasion site.

These units remain charged-up until the 14th turn. Then the following units revert to their old selves: the 5th, 28th, 35th, and the 80th Infantry; the 5th and 7th US Armoured and the 2nd French Armoured.

If you're wondering about that time table. It's the one for Operation Cobra when the Third Army became operational.

I'm interested in hearing comments on this variant, so feel free to write.

Keith Lewis
7531 Sharp Rd.
Mt. Vernon, Ohio 43050

Sir:

With all the work which goes into the designing of one of your games it is tragic that Afrika Korps is nearly unplayable, in a competitive sense.

Within the first three 'months' the German side almost without fail is reduced to ineffectiveness as a fighting unit.

I have tried a few ideas to make the game more playable and at the same time retain all the basic factors within.

I have found the flaw to be in the combat results table.

When an Allied 2-2-6 can be exchanged for a German 7-7-10 than something is lacking in realism. The same results are possible if an allied 1-1-6 is on an escarpment. The German side is much too quickly eliminated through 'exchanges.'

My suggestion is to make every 'exchange' on the combat results table into a 'contact.'

This is a more realistic outcome of an 'even' battle. It is also more advantageous to the defense than a 'back 2' as the defender holds his position and can launch his counterattack from that superior position instead of trying to regain valuable ground (escarpment, city) occupied by the enemy in a 'back 2' situation.

Each 'contact' would require a counterattack or retreat. Any retreating piece would be free to attack elsewhere. All counterattacks would require supporting supply wagons.

I have found under these rules that the German can usually capture Tobruk in a touch-and-go battle and will still have sufficient strength for a drive on El Alamein.

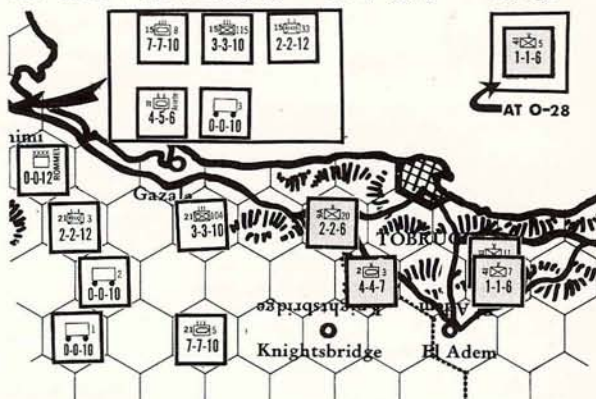
The battle USUALLY ends with fierce fighting around El Alamein with the British (Allies) pulling out a victory either through battle superiority or simply hanging on until time runs out. The German supply situation many times becomes the key to victory or defeat.

Under these rules the Allies don't simply overwhelm the Axis. They must fight a smart delaying action and pick strategic battles in which to launch a counterattack.

Comments welcomed.

Kenneth E. McGunn
312 Calle Miramar No. A
Redondo Beach, Calif. 90277

CONTEST NO. 53



As a preview of coming attractions, we present here an actual situation from a game-in-progress that will be presented in a future issue of the GENERAL as a game-analysis vehicle. The problem is straightforward: It is the German's second May turn. The only losses sustained to either side has been the British 2/2SG at Bengasi. The Italians are guarding a sizeable force of two 2-2-6's and two 1-1-6's, and two supply wagons in the escarpment area along the coast road between Bengasi and Tobruk. CARPATHIAN is en route to Tobruk from HB via the coast road. No units are at sea. The Germans have three supply units on board. The line drawn on the map shows the limits of advance (from the west) of the Ariete Division and the 15th Pz. Division. As the German player, only the forces show are at your disposal. Your objective: move and attack in a decisive fashion that affords the best opportunity of capturing Tobruk before the British June reinforcements arrive.

To fill out the contest entry; a) fill out the accompanying chart for any attacks; b) on the MAP, place the ATTACK FACTOR (one number) in the hex where you have moved your units. Indicate the Rommel unit by "R," and supply units by "S/1," "S/2" etc. Indicate advances after combat (if any) by placing a BOX around the

advancing units. CIRCLE supply units used in attacks. Contest deadline is March 31, 1973. Contests not indicating choice for best article will be voided.

Defender	Attacker	Odds	Retreat Def. to:
9A/20			
2/3			
41/5			
41/7			
41/11			

(Headline of this issue's "Best Article")

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TITLE: Panzerblitz
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SUBJECT: Tactical combat on the eastern front

TITLE: Luftwaffe
PRICE: \$9.00
SUBJECT: Aerial Combat over Germany, 1943-45

Again, the RBG results tend to reinforce what was already known: 'Panzerblitz' is a very popular game. However, some aspects of the survey deserve special comment. Evidently the map-board, with a '3.00' rating, isn't quite as popular as the 'France-40' type of board. In all probability, this is due to the LOS rules which have caused problems with some players. This is further supported by the '4.03' rating the Ease of Understanding category received. The '14' rating for game length surprised us - we thought the games were averaging about 80 minutes. The overall value, however, received an excellent '2.05'. As a side light, 'Panzerblitz' received an accumulated average of 2.58 to 'France-40's' 2.82. As this series goes on, this comparative figure should prove interesting.

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality	2.00
2. Mapboard	3.00
3. Components	2.03
4. Ease of Understanding	4.03
5. Completeness of Rules	3.00
6. Play Balance	3.06
7. Realism	2.05
8. Excitement Level	2.07
9. Overall Value	2.05
10. Game Length	14

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

Game to be reviewed next: _____

Opponents Wanted

CITY _____

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We're experiencing growing pains. More subscribers means more Want Ads. We just don't have the space for every subscriber to wax rhetorical as in the past. To make it easier, and more meaningful for all concerned, we introduce the Mini-ad.

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- 2) Insert copy where required on lines provided.
- 3) Print your name and address where indicated.

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THE QUESTION BOX

FRANCE, 1940:

Q. On the first turn are Allied planes considered to be grounded such that the French cannot launch CAP over their ground support elements on the first turn?
A. Yes

Q. Does an aircraft element flying CAP over a hex stacked with three ground support elements defend the entire stack against an air superiority attack, or just one ground support element?
A. Just one ground support element.

Q. Suppose that Belgium is neutral and the Dutch Army has been cut off from the north edge of the board; are the Dutch out of supply?
A. Yes. Also, note that the northern supply route exists only for the Game-turn in which the Netherlands is invaded and the following Game-turn.

PANZERBLITZ:

Q. Assume three AT guns (attack factor = 7 each) are firing at an infantry unit. Is the total attack factor $3+3+3=9$ OR $7/2+7/2+7/2=21/2=10$?
A. $3+3+3=9$. Units are halved and fractions are lost individually.

Q. In PBM play, a unit is being fired on at possible elimination odds; if I want to move one of my units through the hex containing the unit being fired upon (in the event my fire eliminates it) how do I indicate this?
A. Only if the unit being fired upon has a 100% chance of being eliminated in the FIRE (or OVERRUN) phase of your turn, may you make such an indication. Otherwise, the moving unit cannot go through that hex. (In essence, an 'automatic victory' situation is required).

MIDWAY:

Q. Can 'wave' attacks be assigned, resolved, and hits recorded, ONE wave at a time, or must the aircraft in total be assigned all at once to a target even though attacking in waves?
A. They must be assigned their targets all at once as in normal attacks. It is only in resolving attacks that the wave method differs from the normal method.

BLITZKRIEG:

Q. If a unit is automatically eliminated by strategic bombing attack, may ground units pass through it's zone of control?
A. Only during an advance after combat. "Aircraft units remain stationary until the end of the ground unit movement portion of the turn. They can then be moved to the squares they wish to attack." Therefore, the AV would not have taken place until AFTER the ground units had already moved.

LUFTWAFFE:

Q. In a given attack, which side states FIRST whether or not he is dropping tanks?
A. The attacker.

ORIGINS:

Q. Can THREE countries share control of an area if their national objectives allow it?
A. No. Only two countries may share control of an area.

Q. Would the USA player receive points for 'No Understanding' in areas where there are control counters?
A. Yes.

STALINGRAD:

Q. If a German 3-3-4 and a 4-4-4 attack two stacked Russian 5-7-4's at 1-2 odds, and rolls an exchange, how many Russian units are removed?
A. Both Russian 5-7-4's are removed. The rules clearly state that exchanges are resolved by an equal elimination of ATTACK factors. In this case, the German removes 7 ATTACK factors, and the Russian removes 10 ATTACK factors. (NOTE: a previous question, similar to this, which appeared in the QB was answered incorrectly.)

When submitting questions to us for answers, please note the following:

- 1.) Include a stamped, self-addressed envelope. The letters that include one are answered first. Those that do not are answered last; as a result, these letters get back to you at least a week later.
- 2.) If your question refers to a specific situation, please include a diagram of the situation. It takes a good deal of time to answer the letter otherwise, which will delay your reply.
- 3.) We wish we could answer technical ques-

tions and do research for you, but the large amount of mail we receive prohibits this. We will be glad to answer questions on the play of the game, but we cannot, unfortunately, answer those on technical or historical points nor can we research data for those of you designing your own games.

4.) Keep orders and other mail separate from questions. Separating the items of your letters into different departments takes time and delays your reply.



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The "Operation Contact" fervor is spreading. Lee Atwood of Box 837, Wes. Sta., Middletown, Ct. 06457 reports that he has a list of 110 Connecticut wargamers which he'll send to any interested party who will send him a stamped, self-addressed envelope.

Along similar lines, Kevin Slimak of 3 Ames St., Cambridge, Ma. 02139 is publishing the NORTH-EAST PATHFINDER, an up-to-date listing of wargamers in New York and New England. Kevin passes on the results of his toil for a mere 10 cents.

Some confusion arose from the fact that there are two programs underway called 'Operation Contact.' One is run by Avalon Hill in our full-line catalogue and it's purpose is to aid the uninitiated beginners in the hobby by putting them in contact with well-known game clubs. The other, and much more useful to *General* subscribers, is run by Alistair MacIntyre, 2729 Stratford Ave., Cincinnati, Ohio, 45220. This organization is multifaceted with the primary purpose of informing gamers of other players in their area. Do yourself, and the hobby, a big favor today: Drop Alistair a postcard with your name, address, phone, and gaming interest on it. You won't be sorry . . .

OPERATION CONTACT is currently compiling an index to adult games on the market today. The index will be catalogued by types of games and will also have a short section listing major clubs and 'zines. Since it will include over 500 games, 25 separate sources of miniatures and other related material, a nominal price will be charged. If you have information on little-known adult games (especially sports games), send the title, publisher, and price to Operation Contact. The date of release for the index has not yet been made public.

CONGRATULATIONS to Russell Powell and Spartan International, Inc., on the fine article about SII in the December issue of *Esquire* magazine. The multi-paged article included many fine color photographs of Spartan activities at their Fall River convention this past summer. The story copy was written in a fair-minded style that helped dispel the usual "super-complexity" myth. No group is more deserving of the publicity than Spartan International. Their hard work and diligence at legitimizing the hobby during the past six years is beginning to pay off handsomely. No gaming organization can match SII's consistent performance of sponsoring cash tournaments, publishing gaming periodicals, and in general giving the hobbyist more than his money's worth. Spartan members are by far the best informed and best serviced group of gamers in the hobby today. Be assured bigger and better things are forthcoming. Perhaps now, after all of these years, the HOBBY of simulation gaming is 'over the hump.'

GAMES AND PUZZLES is a professionally published British magazine covering a fantastic range of gaming subjects. Of two issues reviewed, both contained a wide range of articles from Scrabble to miniatures, AH games, and Diplomacy. If you are looking for a unique broad-spectrum magazine, contact G&P's U.S. agent, John Boardman, 234 E. 19th St., Brooklyn, NY 11226. Subs are \$9.00/year surface mail and \$12.00/year air mail.

PHOENIX DEPT: *Conflict* magazine, after a slow start, is alive and well and living in San Diego. Issue number three contains the game of *ASSASSIN!* and a feature article on the Invasion of Norway, 1940. Dana Lombardy, the managing

Infiltrator's Report

editor, has seemingly gotten the publication back on schedule after receiving fresh financial support. Graphically, *Conflict* is a superior product that is improving with each issue. Subscriptions are available for \$7.98/year from Simulations Design Corp., Dept. G, P.O. Box 19096, San Diego CA, 92119.

PROBABLY THE FINEST amateur gaming-news magazine is John Mansfield's SIGNAL, which can be obtained from John's P.O. Box 830, CFPO 5056, Belleville, Ontario, Canada address. Published bi-weekly, SIGNAL is six issues/\$1.00 or 25 issues/\$3.00.

SLEEPER DEPT: one of the small gems that occasionally pop up was 'discovered' by this staff in the May, 1971 back-issue of the Spartan International Monthly (now Quarterly). Contained therein is a 'pull-out' game called ARNHEN, OPERATION MARKET GARDEN. This is one of the best games ever published in an 'amateur' magazine. If you are looking for a short stimulating game of surprising quality, order the May, 1971 back-issue of the SIM for \$1.25 from SII's 4121 Long Beach Blvd., Long Beach CA 90805 address.

A NOTE TO CONTRIBUTORS: we are presently swamped with articles for publication dealing with variants to Avalon Hill games. If you would like to see your work published in the General, be advised that good, solid, well-thought-out articles on tactics and strategy of AH games have publishing priority over variant articles.

NEW REGIME DEPT: Gamer's Guide, the most popular gaming-news-advertising 'zine, has been purchased by Spartan International. Ken Borecki, the former owner of the magazine, cited lack of time as the main reason for the sale. SII announced that it will publish GG in an off-set format similar to The Gladiator Report. The first issue published under new management clearly shows the superiority of this format and GG should continue to be an outstanding information source for the hobby. Subscriptions are \$3.00/year from SII.

CONVENTIONS '73: time is already drawing near for submission of news items relating to upcoming conventions. Any organization wishing to publicize their convention or get-together should send this information to the General ASAP. Only news releases citing FIRM convention locations and dates will be published (to save some poor gamer the agony of traveling 600 miles just to be a weekend too early as has happened in the past.)

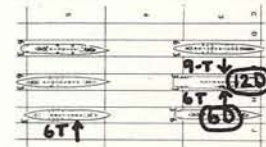
A new convention date was announced by Spartan International: the BIG ONE, East Coast Convention is to be held the weekend of July 7, 1973 in the McAlpen Hotel on 34th St. and Broadway in the heart of New York City. This might well prove to be the biggest convention on the East Coast due to its NYC location. Begin planning (and saving) NOW if you want to attend. Contact Spartan International for pre-registration, information, or to volunteer services. If you have never attended a wargaming convention, you don't know what you are missing!

WE HAVE BEEN INFORMED of the existence of (another) new game company. The Conflict Games Company has two titles out: *The Brotherhood*, and *Verdun*. The former is their effort into

the mafioso scene a la The Godfather Game, and the latter is reputed to be a land board game. No recommendation is intended since we have not seen any examples of either product yet.

CONTEST NO. 52, created by one of our less experienced contest designers, irked a few of the contestants because of its less concrete objectives. "Sink at least one American vessel while taking as few casualties as possible" evidently confused some people. Over 95% of the contestants sank one ship with less than five squadrons lost. But, if we apply this contest to a real game situation we see that it is more important to hurt the American Fleet than to curtail attacks to save aircraft. About a dozen entries sunk at least two ships. Even though their aircraft losses were higher, they left about half the American Fleet in very sad shape. In more than a few cases the Enterprise averaged over 4.00 hits (best was 4.33) and two other vessels were sunk outright. Much more weight should have been given to sinking ships than to conserving aircraft. The entry presented here is a typical example of properly weighted objectives.

TARGET	ATTACKING PLANES	IN SQUARE
ENT.	6-T	H-3
ENT.	9-T	F-3
ENT.	12-D	G-3
PORT	6-T	J-5
ATL.	6-D	I-3



The ten best entries in the opinion of our judges were submitted by: George Paulik, Manistee, Mich.; John Dowling, Wheaton, Md.; John Bukowski, Detroit, Mich.; George Southrey, Barrington, NJ; Peter Strand, Ironwood, Mich.; Capt. Steven Brooks, Tucson, AZ; Robert Nevett, Orange, Conn.; Charles Cottle, East Haven, Conn.; Dave Callis, El Paso, TX; and Jim Folsom, Kensington, Md.

THE OVERWHELMING FAVORITE in last issue was *The Midway Thesis*, by Harold Totten and Don Greenwood which garnered better than 80% of the vote. *A Blitzkrieg Offensive*, by William Searight; *Fortress Europe*, by Jon Lockwood; Capt. Harry Roach's *Giap's Juggernaut*; and the *Campaign at Waterloo* series by Bob Harmon followed in that order. Free games went to all of the above for their literary efforts.

LOYAL SUBSCRIBER'S DEAL: To reward our full time subscribers for their loyalty we continue to offer various parts and materials at half price. The items described may be purchased by cutting out and sending in the DISCOUNT STAR AND ACCOMPANYING DESCRIPTIVE COPY. This offer expires March 31, 1973. Be sure to mark your order "Loyal Subscriber Deal-Parts Dept." and enclose an additional 50 cents postage and handling charge. The items this month are:

PANZERBLITZ RULES	25 cents
LUFTWAFFE RULES	25 cents
LUFTWAFFE COUNTERS (each)	50 cents

